

ITALIAN GRAMMAR COMPUTERIZED I

* BUG * ERREUR * FEHLER * BUG * BUG * BYTE *
* OCTET * BYTE * BYTE * OCTETO * CHIP *
* PASTILLE * CHIP * CHIP * CHIP * PASTILLA *
* COMMAND * CONTROLE * BEFEHL * COMANDO *
* ORDEN * COMPUTER * ORDINATEUR * COMPUTER *
* ELABORATORE * COMPUTADORA * CPU * UNITE *
* CENTRALE * ZENTRALSTEUEREINHEIT * UNITA *
* CENTRALE * UNIDAD CENTRAL ENSAMBLADOR *
* CRT * CONSOLE DE VISUALISATION *
* BILDSICHTGERAT * VIDEO * PANTALLA DE RAYOS *
* CATODICOS * CURSOR * CURSEUR * CURSOR *
* CURSORE * CURSOR * DATA * DONNEES * DATEN *
* DATI * DATOS * DISK * DISQUE * PLATTE *
* DISCO * DISCO * FILE * FICHIER * DATEI *
* FILE * ARCHIVO * HARDWARE * MATERIEL *
* HARDWARE * HARDWARE * HARDWARE *
* INPUT/OUTPUT * ENTREE-SORTIE *
* EINGANG/AUSGANG * INGRESSO/USCITA *
* ENTRADA/SALIDA * KEY * TOUCHE * SCHLUSSEL *

ITALIAN GRAMMAR COMPUTERIZED - I

MACINTOSH VERSION (**)

ITALIAN GRAMMAR COMPUTERIZED-I contains twenty lessons providing REVIEW and PRACTICE in a number of the basic grammar structures introduced in beginning textbooks. Among the grammar topics covered are:

Subject pronouns; article, adjective, and noun agreement; present tense of regular -are, -ere, and -ire verbs; present tense of common irregular verbs; contractions; the partitive; question words; comparatives; possessive and demonstrative adjectives; numbers; direct and indirect object pronouns; the pronoun *ne*; reflexive verbs; and the present perfect. Some 1000 practice exercises are included.

The lessons are designed primarily for the student who has already been introduced to these basic grammar concepts, but needs a quick review of specific structures and additional practice in using them. Lessons are not tied to any particular textbook and can be used as stand-alone or supplementary exercises. Each lesson consists of two sections:

1) a REVIEW section presenting a concise statement of how a particular structure is used, along with examples and/or meaning in English. Explanations are usually limited to two to four screens of text and examples; only the most common exceptions to the rule are explained.

2) a PRACTICE section containing from 40 to 70 items. Each Practice section is sub-divided into sets of 10 questions per set, with each set focusing, usually, on one specific aspect of a grammar point. Most of the practice exercises require the student to type a word, phrase, or even an entire sentence, rather than simply choosing the number of a correct response. This feature forces the student to concentrate on correct spelling and discourages blind guessing.

Other features of the PRACTICE section include the following:

* Random presentation of questions within each set so that a student may work through a lesson numerous times and always have a fresh exercise.

* Correct answers given after three wrong attempts. At the end of a set of ten questions, the student sees his score: number right on first attempt, number right on second attempt, number wrong, and a percentage score. For a score of 90% or better, the student receives a special graphics feedback.

* Graphic mark-up of wrong answers to show missing, extra, wrong, or inverted letters or words and misuse of accent marks. A symbol for each kind of error appears under the answer, informing the student not only where he committed an error but what kind of error it was. This is unlike many computer drills that simply tell the student "Wrong, try again."

* More than one correct answer accepted, where appropriate.

* A carefully controlled vocabulary.

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OPERATING INSTRUCTIONS FOR THE MACINTOSH

After you have turned the computer on and inserted the disk, you will first see the familiar "Welcome to Macintosh" screen, followed by the program title screen, then the main menu of lesson topics. Click the mouse on the button of your choice. (A "button" is the Macintosh term for the box or rectangle containing a command or file name.)

After you have selected a lesson topic, you will see a screen presenting four options:

Practice Exercises for this lesson
Review Grammar for this lesson
Instructions
Quit

You should click the mouse on the "Instructions" button the first time you run the program. The "Instructions" file gives general directions on how to work your way through the program, how to make accents on the Macintosh, the meaning of the answer-judging symbols, and scoring. If you click the "Quit" button during this part of the program, you are taken back to the previous menu presenting the four options shown above.

NOTE: You can widen the right margin of the instructions window by placing the mouse arrow on the small square button at the lower righthand corner of the window and dragging the mouse to the right.

Clicking the "Review Grammar" button takes you to several screens of review information on the lesson topic; clicking the Practice button takes you to a sub-menu showing the various sets of exercises available. Each set contains 10 practice items. Click the mouse on one of the sets to begin practice. Remember to press RETURN after typing each answer. Note that within each practice set you are able to refer back to the review file, to the general directions file, or to quit.

QUITTING THE PROGRAM

If you want to quit the program entirely, click each QUIT button as it appears at the bottom of the screen until you come to the final screen showing "Shut down" and "Eject". Clicking either of these buttons will eject your disk. If you arrive at this screen and want to begin the program again, place the mouse arrow on the words "Grmr Cmptriz..." and click once, then DOUBLE-CLICK the button that will appear.

Italian Grammar Computerized

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by Roger Neff and Thomas Whitney

based on *Beginning Italian: A Cultural*

Approach by Luigi and Mary Borrelli

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ITALIAN GRAMMAR COMPUTERIZED I. Twenty modules designed to accompany and reinforce the beginning textbook by presenting a REVIEW AND PRACTICE of basic grammar structures including: subject pronouns; adjective agreement; present tense of regular and irregular verbs; ESSERE and AVERE w/idioms; direct and indirect object pronouns; present perfect tense. More than 1000 practice items.

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